

FIG.2

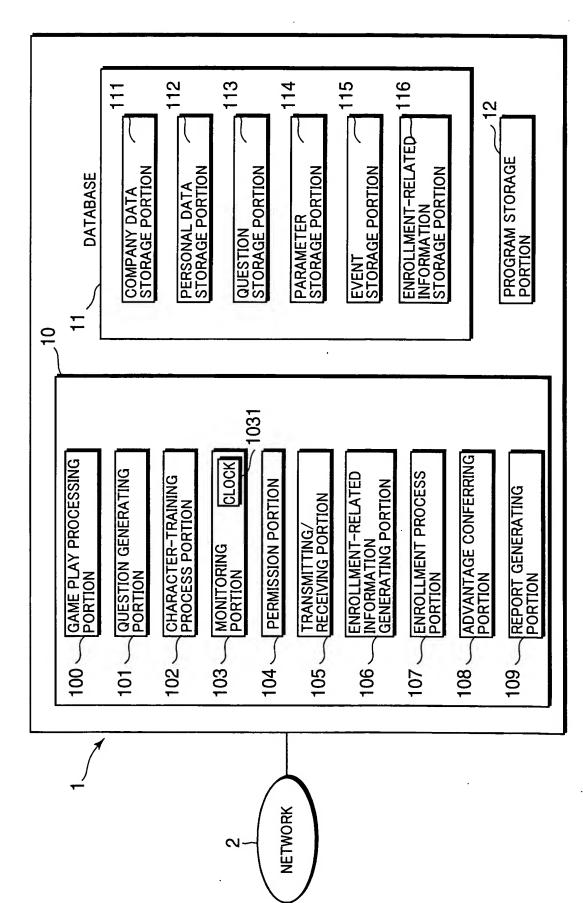


FIG.3

	PARAMETER	DESCRIPTION	RANGE	REMARKS
-	NICKNAME	NAME IN GAME	TOTAL 8 CHARACTERS	EGISTER AT GAME START
2	SEX	PLAYER'S SEX	1	\$/P
3	LEVEL	PLAYER'S CLEAR COUNT	0~10	PARAMETER RISES WITH LEVEL
4	DAYS	DAYS SINCE START OF GAME	09~0	
5	POSITION	CURRENT POSITION	-	
9	длоб	CASH ON HAND	~0	
7	PHYSICAL STRENGTH	IF LOW, PARAMETER INCREASE DOWN (BASE IS 80)	0~100	INITIAL VALUE 100
8	INTELLIGENCE	SMARTS RESOURCEFULNESS	0~1000	DETERMINED IN HEALTH CHECK (ABOUT 250)
6	CONDUCT	BEHAVIOR, JUDGEMENT	0~1000	DETERMINED IN HEALTH CHECK (ABOUT 250)
10	CHARM	INTERPERSONAL SKILLS, CHARM	0~1000	DETERMINED IN HEALTH CHECK (ABOUT 250)
11	FORTUNE	EASILY PASSES TESTS	0~1000	DETERMINED RANDOMLY
12	TRUST	TRUST OF COMPANY WHEN PRESIDENT	0~100	INITIAL VALUE 100 (IF O,BANKRUPTCY)
13	LOVE	IF,HIGH SOMETHING GOOD	0~100	INITIAL VALUE 50
14	INDEPENDENCE	IF HIGH, OTHER PARAMETERS DO NOT RISE EASILY	0~100	INITIAL VALUE 0

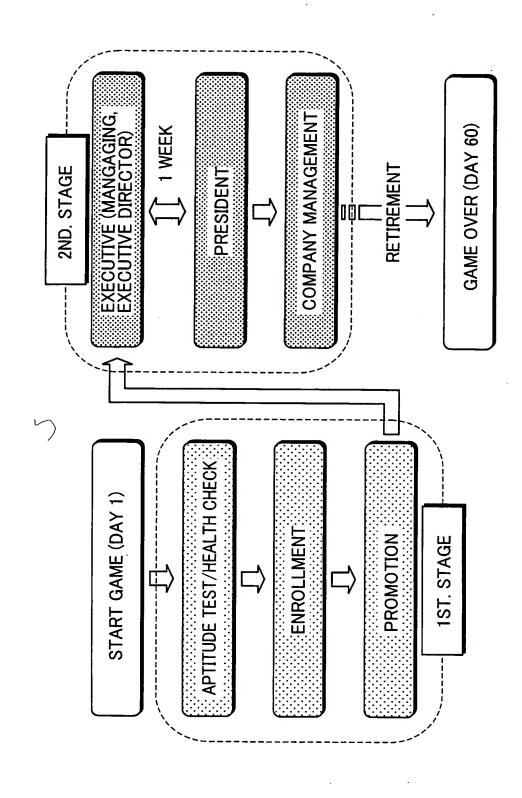
FIG.4A

	HOOM	MOLECUIO	TINDE	PARAME	TER INC	REMENT	PARAMETER INCREMENT/DECREMENT (FOR 1 QUESTON)	MENT (F	OR 1 QU	ESTON)
	MODE	DESCRIP LION	COINIEINI	Sd	I	ပ	НО	ட	۲	QNI
1	WORK	WORK HARD	BUSINESS MANNERS (3 QUESTIONS)	-2~0 0	0	+2~8 0	0	0	-1	-
2	GATHER INFORMATION	IMPROVE KNOWLEDGE	BUZZWORD QUIZ (3 QUESTIONS)	-1~0	-1~0 +2~8 0	0	0	0	-1	-
ε.	SOCIAL LIFE	LIVE WELL	RANDOM (1 QUESTION)	-4~-2 0	0	0	45~8 0	0	-3	-1
4	AFTER 5	MAKE FRIENDS		+3~6	-2~-6	-2~-6	+3~6 -2~-6 -2~-6 +4~16 0		+4~10 +1	+1
2	REFRESH	EXCHANGE VIEWS EXCHANGE MAIL	EXCHANGE MAIL	+1~3 -1	-1	-1	Γ-	0	0	0
9	REFER FRIEND	INCREASE EMPLOYEES		+10%	+10%	+10%	+10% +10% +10% +10% +10% +10%	+10%	+10%	+10%

FIG.4B

				PARAN	PARAMETER INCREMENT/DECREMENT	CREMEN	T/DECR	EMENT		
	CATEGORY	DESCRIPTION	PS	I	၁	CH	L.	7	QNI	KEMAKKS
-	WORK	WORK HARD	-2~0 0	0	8~2 +	0	0	7	+2	SAME AS EMPLOYEE
2	GATHER INFORMATION	IMPROVE KNOWLEDGE	-1~0	-1~0 +2~8 0	0	0	0	-1	+5	SAME AS EMPLOYEE
3	PROMOTE/ REMOTE	PROMOTE AND DEMOTE	8-	-2	+4	-4	-2~+5	-20	-10	1
4	MEETING	CONVOKE EMPLOYEES	-4	+2	+	+2~4	+2~4 -2~+2 0	0	+2	EXCHANGE VIEWS WITH EMPLOYEES
5	AFTER 5	MAKE FRIENDS	+3~6	-2~-6	+3~6 -2~-6 -2~-6 +4~16 0	+4~16		+4~10 +1	+1	SAME AS EMPLOYEE
9	REFRESH	EXCHANGE VIEWS WITH FRIENDS	+1~3 -1	-	-1	-1	. 0	0	0	SAME AS EMPLOYEE
7	REFER FRIEND	INCREASE EMPLOYEES	+10%	+10% +10%	+10%	+10%	+10% +10% +10%	+10%	+10%	+10% SAME AS EMPLOYEE

F|G.5



DAY 60 RETIREMENT **DAY 12** SALARY NEGOTIATION 1 MODE 1 ĎAY 12 DAYS MONTHLY SALARY HIRE

4 MODE

FIG.6

FIG.7

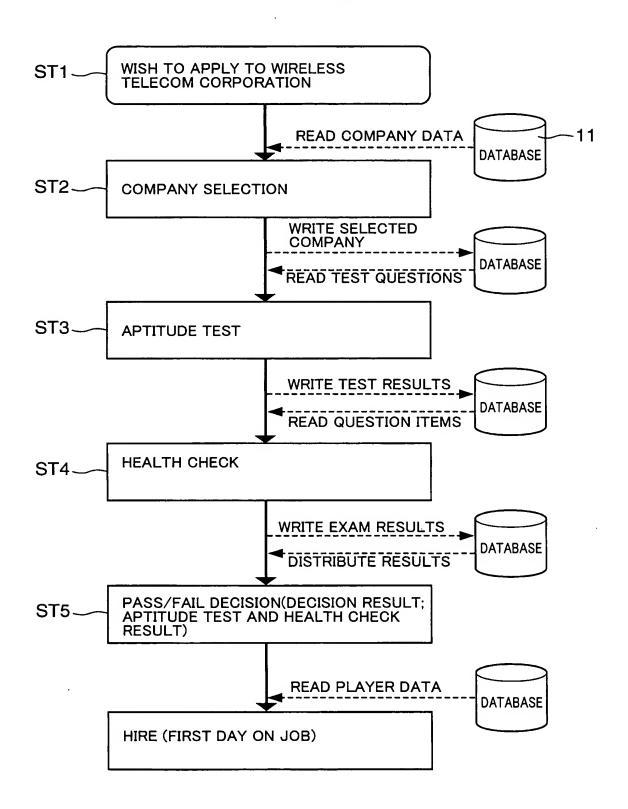
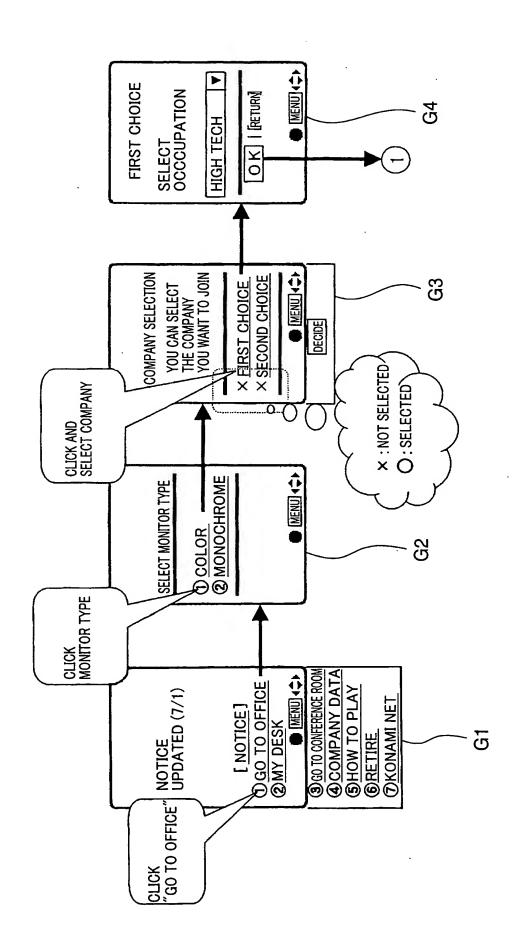
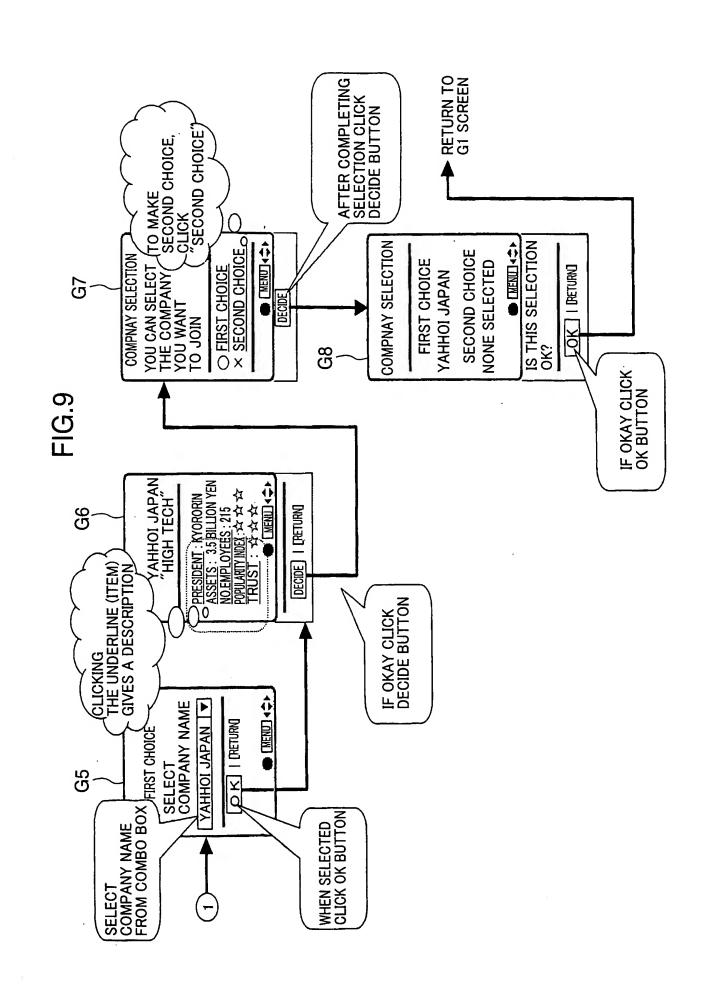
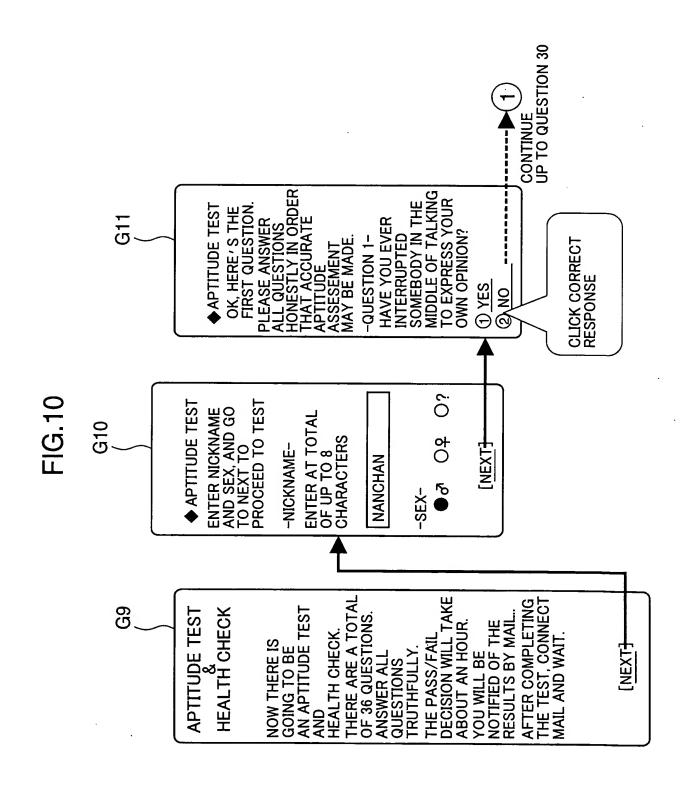
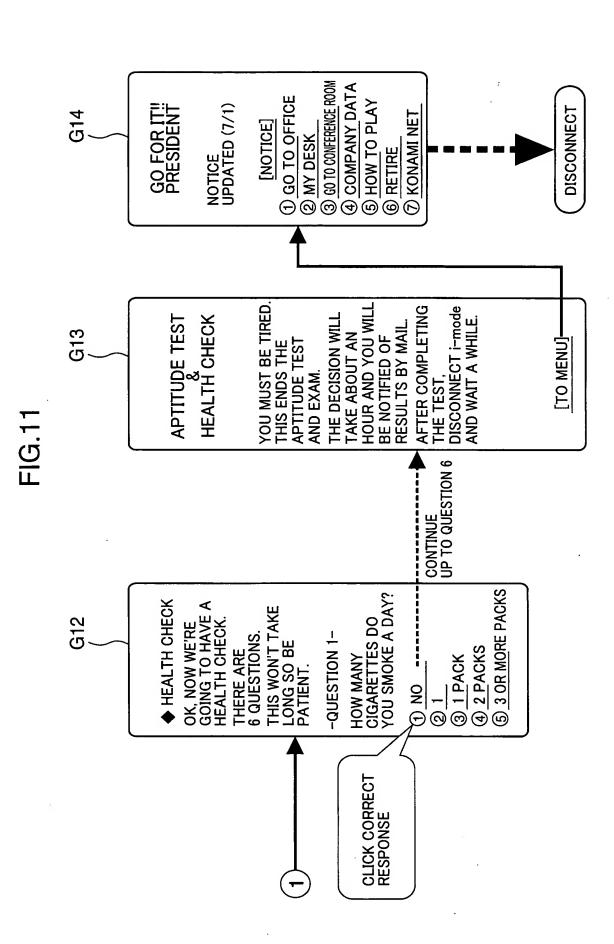


FIG.8









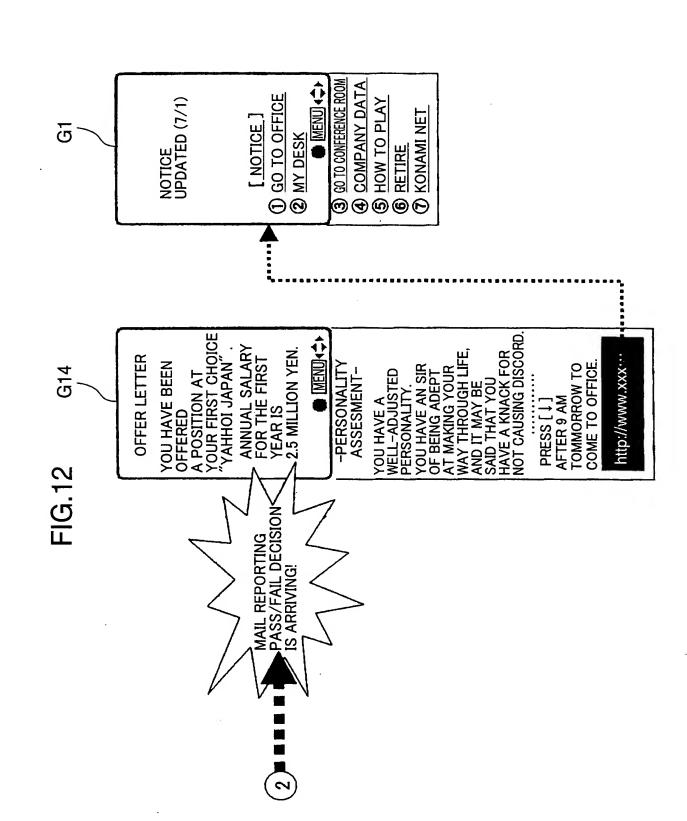
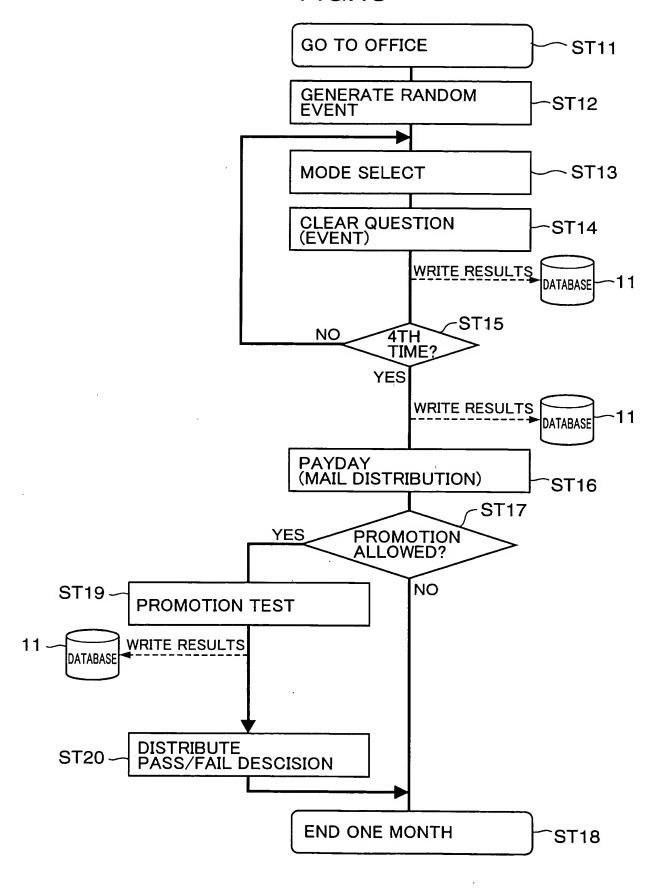
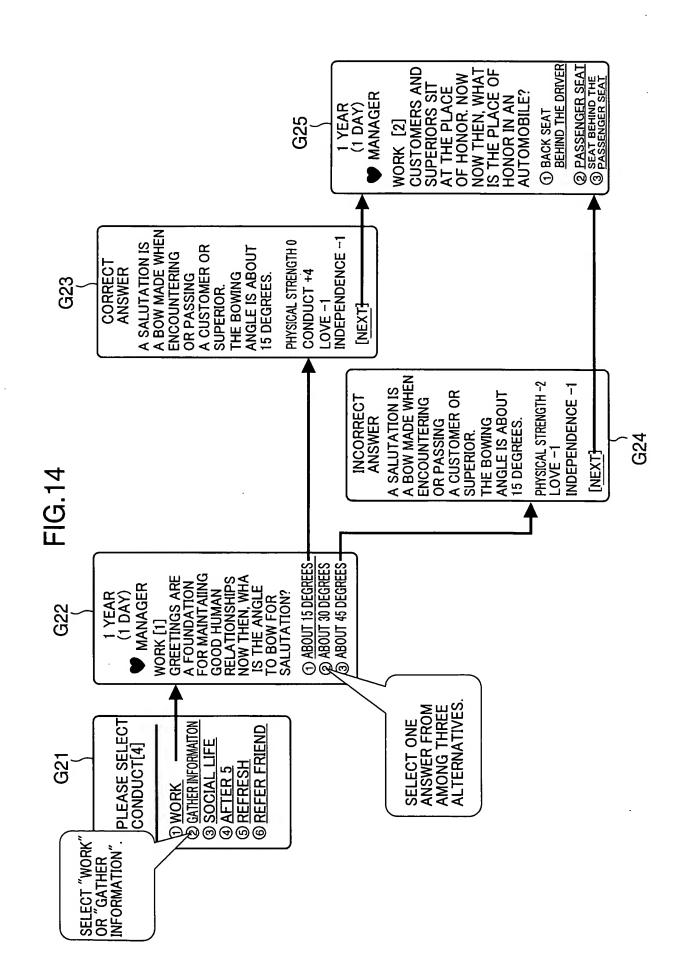


FIG.13





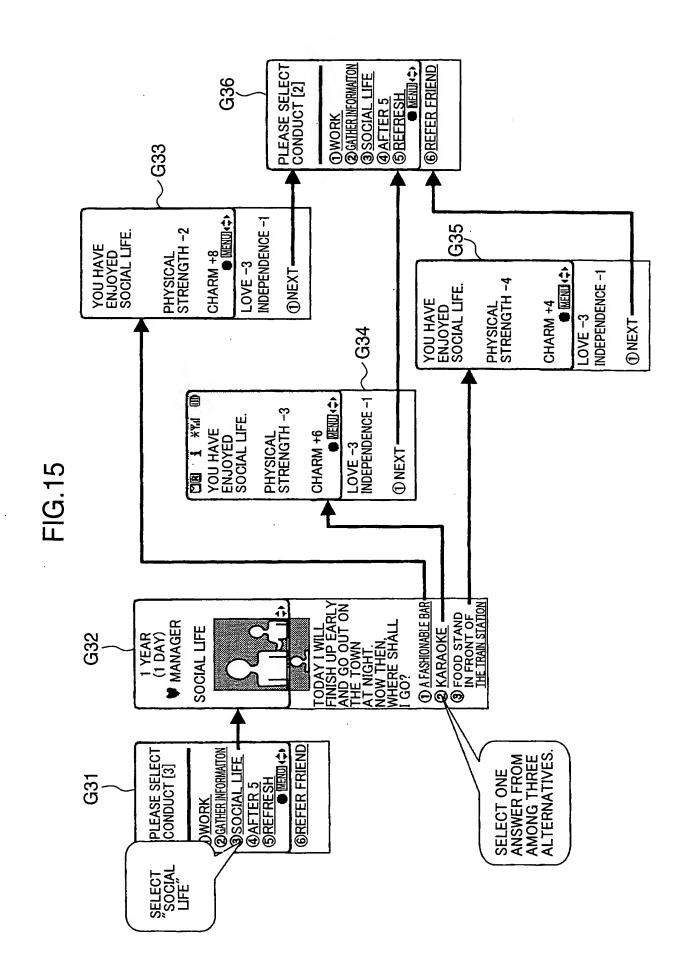


FIG.16

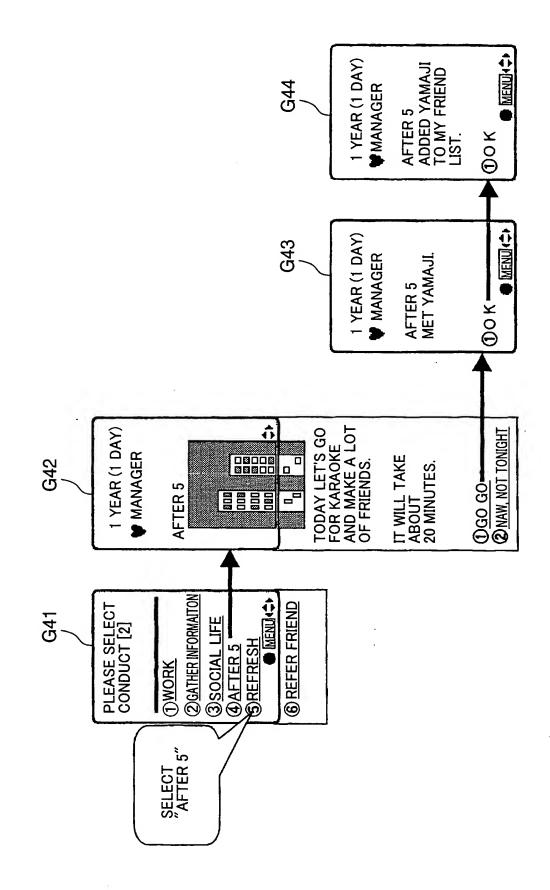


FIG. 17

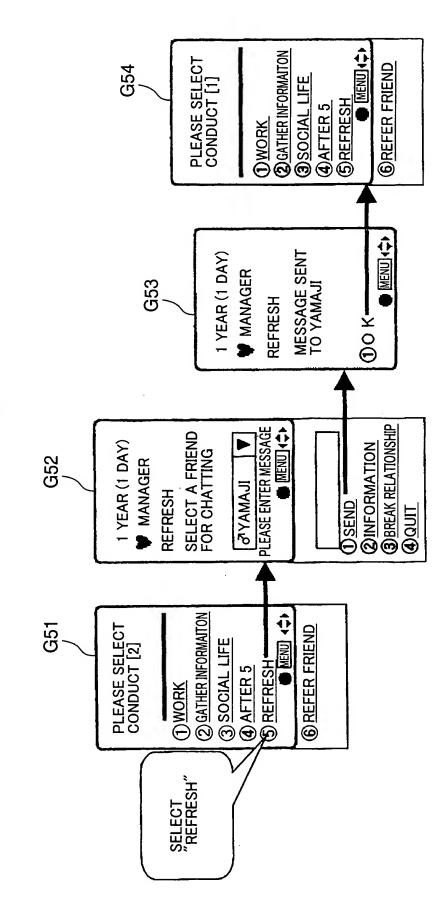
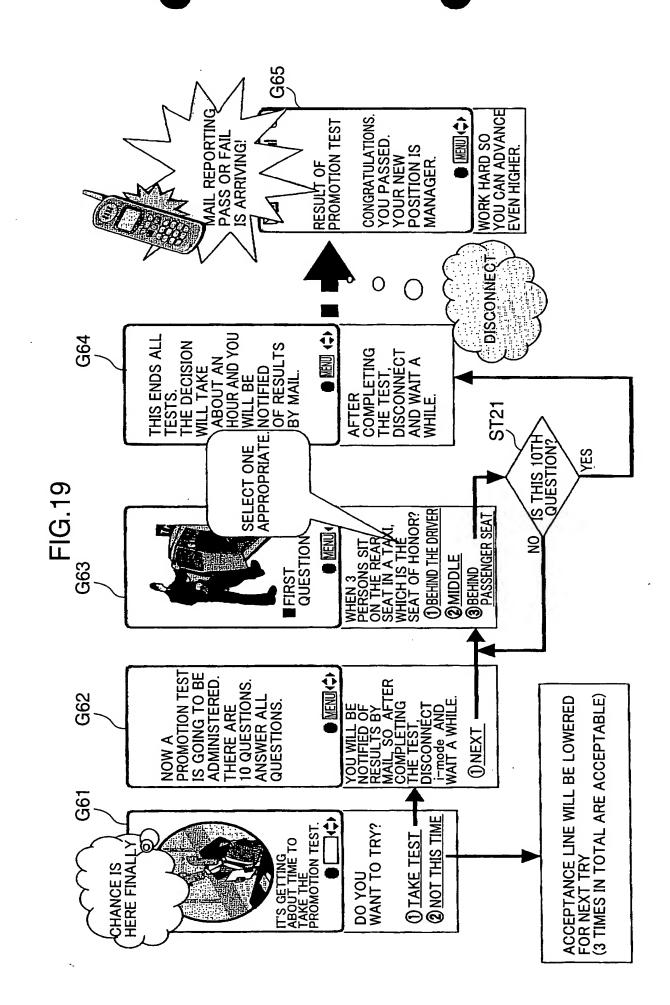
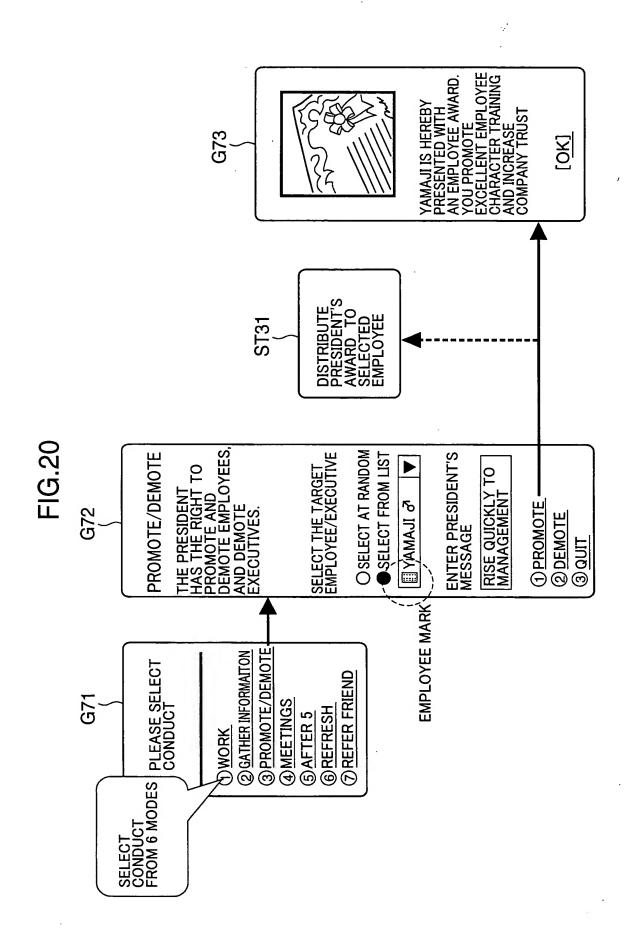
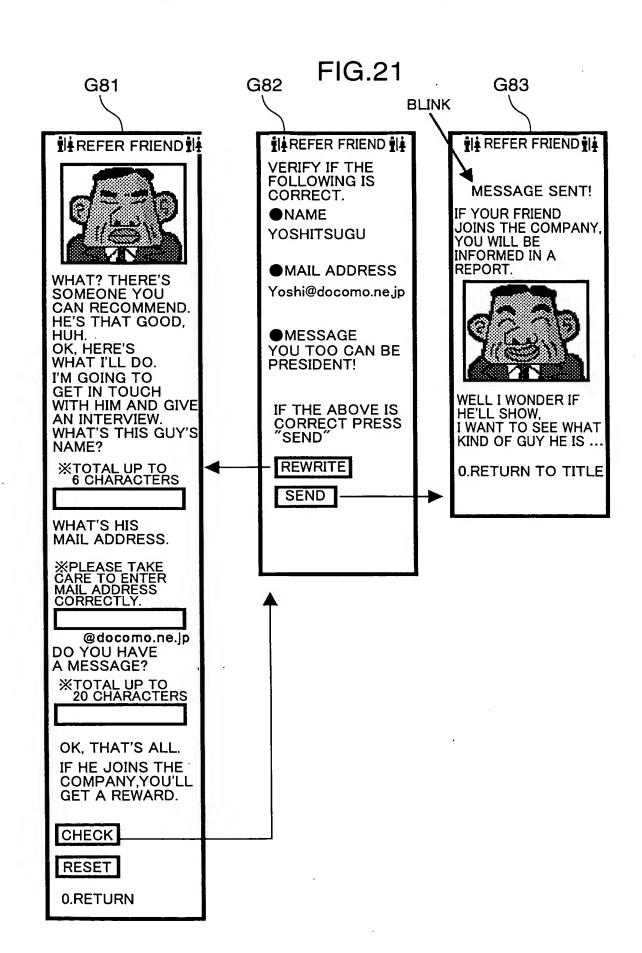


FIG.18

	POSITION	CONDITION	TEST CONTENT
1	MANAGER	TOTAL OF AVG. OF INTELLIGECE AND CONDUCT + 10% FORTUNE ≧301	QUESTIONS RELATING TO BUSINESS MANNERS, BUZZWORDS
2	CHIEF CLERK	TOTAL OF AVG. OF INTELLIGECE AND CONDUCT + 10% FORTUNE ≥351	QUESTIONS RELATING TO BUSINESS MANNERS , BUZZWORDS
3	SECTION HEAD	TOTAL OF AVG. OF INTELLIGECE AND CONDUCT + 10% FORTUNE ≧401 (30% FOR CHIEF CLERK/SECTION HEAD TOGETHER)	QUESTIONS RELATING TO BUSINESS MANNERS, BUZZWORDS
4	DEPT. HEAD	TOTAL OF AVG. OF INTELLIGECE AND CONDUCT + 10% FORTUNE	QUESTIONS RELATING TO BUSINESS MANNERS, BUZZWORDS
5	MANAGING DIR.	TOTAL OF AVG. OF INTELLIGECE AND CONDUCT + 10% FORTUNE ≥511 (10% FOR MANAGING/EXEC. DIR. TOGETHER)	QUESTIONS RELATING TO MANAGEMENT (ANSWERS ARE RANDOM)
6	EXEC. DIR.	TOTAL OF AVG. OF INTELLIGECE AND CONDUCT + 10% FORTUNE ≧571 (10% FOR MANAGING/EXEC. DIR. TOGETHER)	QUESTIONS RELATING TO MANAGEMENT (ANSWERS ARE RANDOM)
7	PRES.	PARAMETERS HIGHER THAN CURRENT PRES.	SELECTED FROM EXECUTIVES, INCLUDING PRESIDENT









MAIL TEXT SENT TO FRIEND

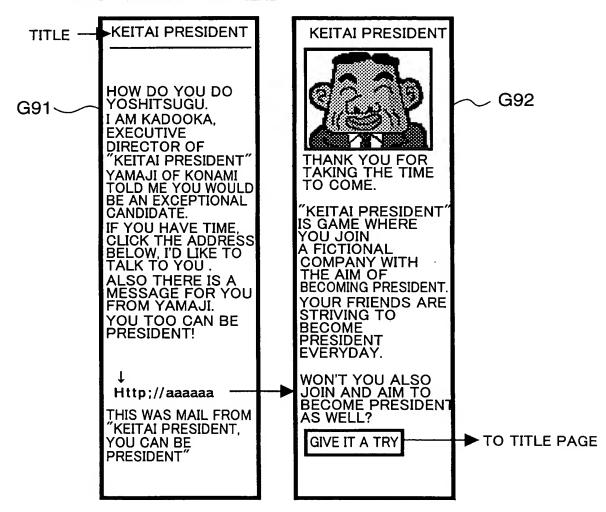
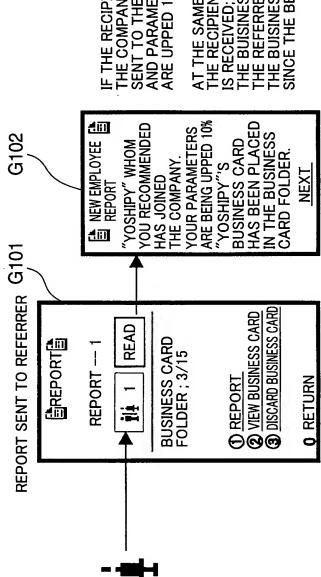


FIG.23



IF THE RECIPIENT JOINS
THE COMPANY, A REPORT IS
SENT TO THE REFFERER
AND PARAMETERS
ARE UPPED 10%

AT THE SAME TIME
THE RECIPIENT'S BUSINESS CARD
IS RECEIVED; FOR THE RECIPIENT,
THE BUISINESS CARD OF
THE REFERRER HAS BEEN PLACED IN
THE BUISINESS CARD FOLDER
SINCE THE BEGINNING.